



REINING SCORE SHEET

Judge:

0

Division:

Open Reining

Date:

1/0/1900

MANEUVER SCORES: 8-10 Excellent, (High Quality Execution, Cadenced, Efficient, Responsive); 5-7, Average (Minor or No Faults, Average Execution with Willingness and Efficiency); 1-4 Poor, (Lack of Control, Major Faults, Poor Movement).

MANEUVER DESCRIPTION		Right Circles, Stop	4 Right Spins	Left Circles, Stop	4 Left Spins	Figure 8, two Lead Chngs	Left Rollbck	Right Rollbck	Stop & Back	Pattern Number 2	
MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	Total Score
SCORE										↓	
SCORE										↓	
SCORE										↓	
SCORE										↓	
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SCORE										↓	
SCORE										↓	

- Five Point Penalties**
- Using two hands on a curb bit
 - Using more than one finger between reins or any finger on romals
 - Blatant disobedience, (kicking, bucking, rearing)
 - Spurring in front of cinch
 - Over or underspinning of more than 1/2 turn
 - Use of either hand to instill fear or praise

- Two Point Penalties**
- On run in patterns, failure to be in a canter prior to first marker
 - On trot in patterns, failure to stop or walk before executing a canter departure
 - Break of gait
 - Freeze up in spins or rollbacks
 - Initiating a stop prior to designated marker

- One Point Penalties**
- In the circles or figure-eight, each time the horse is out of lead. This penalty is accumulative and will be deducted for each quarter of a circle the horse is out of lead
 - Over or under spinning of up to 1/2 turn

- One-half Point Penalties**
- Starting a circle or exiting a rollback at a jog for up to two strides
 - A delayed change of lead by one stride from designated area
 - Failure to remain a minimum of 20 feet from the wall or fence when stopping or exiting a rollback

- Zero Maneuver Score**
- Repeated blatant disobediences
 - Failing to perform or skipping a maneuver or performing a maneuver backwards
 - Fall of horse/rider, the exhibitor will be given credit for the run up to that point

Judges Signature



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MANEUVER DESCRIPTION		3 Circles Right, Lead Chng	3 Circles Left, Lead Chng	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back	Pattern Number 3			
		1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	
										↓		
												Total Score
SCORE										↓		Total Score
SCORE										↓		Total Score
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- On run in patterns, failure to be in a canter prior to first marker
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 - Break of gait
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	MANEUVER DESCRIPTION	Run, Stop	2 1/2 Spins Left	Run, Stop	2 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead Chng	2 Circles Left, Lead Chng	Stop & Back	Pattern Number 4		
	MANUEVER	1	2	3	4	5	6	7	8	Subtotal Score	PENALTY TOTAL	Total Score
										↓		
	SCORE									↓		
										↓		
	SCORE									↓		
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	SCORE									↓		
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